

EVENT REPORT LUCENTIA

Date of the Event Held: 20-02-2026 & 21-02-2026

Organizer: Idea Genesis Club of CMR Technical Campus

Venue/Place: Seminar Halls & Auditorium, APJ Abdul Kalam Block, CMR Technical Campus

Number of Participants (Students & Staff): 756

LUCENTIA

An Interactive Innovation and Strategic Pitching Event was successfully organized by the Idea Genesis Club to promote innovation, entrepreneurial thinking, and strategic decision-making among students.

The event introduced a unique gamified learning experience using Genesis Credits (GC) as a strategic currency. Participants competed in teams and progressed through multiple competitive rounds designed to evaluate analytical thinking, adaptability, technical knowledge, and communication skills.

With an impressive participation of 756 students, Lucentia became one of the largest innovation-driven events conducted on campus.

Photo 1: Opening Ceremony



Photo 2: Participant



Photo 3: Event pics



Photo 4: Event pics



Event Flow and Rounds

ROUND-1:

DomainSelection & Preparation Objective: Evaluate analytical thinking, teamwork, and solution design.

Process:

- Multipledomains will be available with predefined base GC prices .
- Teamsmust purchase a domain using Genesis Credits.
- Onceadomain is selected
- Nootherteam can select the same domain or related subtopics.

Preparation Rules:

- Afixed preparation time will be provided.
- Nomobile phones, internet access, or external resources are allowed.
- Teams must rely only on discussion, knowledge, and collaboration.

Solution Drafting:

- Papers and charts will be provided.
- Teams must design their approach by drawing
- Algorithms or UML diagrams explaining the solution.

Initial Pitch:

- Each team will present their solution.
- Pitch duration: 2–3 minutes per team .

ROUND – 2:

Strategic Pitching During the pitching phase, teams can use Genesis Credits for special advantages:

1. Skip a Question: Teams may spend GC to avoid answering a judge's question.
2. Time Extension: Teams may extend their pitching time by spending GC.
3. Judge Assistance: Teams may use GC to request additional information or hints regarding their domain or problem statement.

High-Risk Confidence Challenge (All-In Round) Any team with full confidence may choose to stake their entire remaining Genesis Credits.

Once declared, the team will face a Rapid-Fire

Challenge :

Judges and other teams will ask continuous questions for 3–4 minutes .

Outcome:

If the team answers all questions successfully, they gain additional GC rewards.

If they fail to respond effectively, they lose all the staked Genesis Credits.

Photo 5: Event pics



Photo 6: Event pics



Phot: 7 Event pics



Photo: 8 Event pics (winners)



ROUND – 3 :

Envelope Strategy Round After evaluation based on performance and remaining Genesis Credits, 4–5 teams will advance.

Envelope Mechanism: Three envelopes will be placed before each team:

- GOOD
- BAD
- NEUTRAL

- NEUTRAL Teams will pick one envelope sequentially.
- GOOD Envelope Provides advantages such as:
 - Bonus GC or strategic benefits during questioning.
- BAD Envelope
 - Remaining teams form alliances.

- A dual interaction session takes place between the selected team and the alliances.
- Teams challenge each other through questions and discussions.

NEUTRAL Envelope Acts as a shield:

- Allows skipping or passing questions.
- Provides defensive advantages during interactions. Special Twist – Sacrifice & Duel Mechanism
- After eliminations in Round-3, a Sacrifice Phase will be introduced.
- Remaining teams must strategically decide and convince which team should be sacrificed based on performance or challenges raised.
- Teams may challenge another team by staking Genesis Credits:
 - A duel round will be conducted.
 - If the challenged team fails to answer, GC is deducted.
 - If they answer successfully, GC transfers to them.

ROUND – 4 :

Grand Finale – Domain Swap Challenge

The top three teams advance to the final round.

- Three envelopes containing the domains of the filtered teams will be placed in front of them.
- Each team must pick one envelope.
Twist – Domain Swap

- A team may receive:
- Their own domain , or Another team's domain . Teams must quickly adapt and prepare based on the domain they receive.

Example:

- Team-1 original domain: FinTech
- Team-2 original domain: AgriTech
- If Team-2 receives FinTech and Team-1 receives AgriTech, they must defend and present based on the new domain assigned. Debate & Rapid-Fire Challenge
- Teams facing swapped domains will enter a debate-style rapid fire .
- Judges and opposing teams may question them.
- The round evaluates:
 - Adaptability
 - Technical understanding
 - Critical thinking
 - Communication under pressure

CONCLUSION :-

Lucentia successfully promoted innovation, entrepreneurial thinking, and strategic decision-making through a dynamic and gamified learning experience. The use of Genesis Credits (GC) added a unique strategic element, encouraging analytical thinking and teamwork. With 756 Participants, the event marked a significant milestone for the Idea Genesis Club, inspiring students to think creatively, act strategically, and pursue innovation with confidence.